



## Power Crazy Holiday Club

### Programme and purpose

The Power Crazy holiday Club is based around five miracles of Jesus and comes complete with crafts, worksheets and suggestions for games and other activities.

Each day's teaching themes are suggested and I assume that you will be able to develop these for your own particular group of children. The club has been 'road tested' in two churches with much success, allowing a two hour programme to be run each morning. What else you do is up to you.

Every provided is only a suggestion - you may well have people who are very good at thinking of activities - so please go ahead.

Everything is free for you to use as you wish. As far as I know there are no copyright issues with any of the material - much of which is original anyway. Some of the artwork on the worksheets is from the Instant art series of books by Kevin Mayhew. If you want copies of logos and picture/clipart, just let me know. We can produce coloured worksheets etc for you at low prices - just e-mail me with any questions.

All I ask is that you let me know via e-mail if you intend to use the material - that will help me to know if its worth spending the hours at the computer making everything suitable for download.

## Daily programme

Each day's activities are listed below though they can be arranged in any order to suit your own situation. This will fill a two-hour programme.

### **Memory verse**

Think of different ways of presenting the verse so that kids can earn points whilst learning the text

### **Teaching**

This needs to be led by someone who is able to relate to the children and keep their attention for about 15 or 20 minutes. The spiritual themes begin quite simply but develop through the week until evangelistic application can be made on Thursday and Friday.

### **Singing time/notices/awarding of points etc.**

Allow at least one or two points during each morning when points are totalled, jokes can be submitted or special items can be shown. Construct a large 'scoreboard' or think of some other way of keeping tally of the team scores. Give special prizes for work the kids might do on their own initiative or for homework sheets brought back and completed to a high standard. Get the kids to think of jokes (related to the theme) and put them into a special container from which you choose some each day.

### **Game**

There are suggestions for games each day. Usually there is a clear connection between the game and the day's Bible story.

### **Quiz:**

Think of different ways of presenting the quiz which builds up during the week as the number of stories increases. Give points and prizes, as well as making sure there is a range of questions for all age groups.

### **Craft:**

Allow about 20 minutes for the craft each day.

### **Panic game:**

We always try to have a 'panic game' each day. It usually is signalled by the blowing of a whistle, horn etc.. When the kids hear the horn they have to run to the main hall where they will stand in a line. We managed to get hold of loads (yes - loads) of large poster tubes and the kids stand and hold the tubes end to end then balls are rolled down their tube into a bucket at the end. Points are awarded to the team with the most balls in their bucket.

The long cardboard rolls from the middle of carpets are extremely useful - most carpet places will let you have them for nothing.

### **Refreshments**

### **Team scoreboard**

Think of different ways of keeping score over the week.

Day One;

Theme: Jesus turns water into wine.

Bible passage: John chapter two

Memory verse: John 2:5 "Mary Said - Do whatever He tells you"

Teaching themes:

The first glimpse of Jesus' power

Raise questions about who could do such an amazing thing

Apply the memory verse (even if they haven't learned it yet!)

Game:

If you can work outside - get hold of three large buckets/clear cooler bottles or similar and put a small amount of different coloured food colouring in each. Split the kids into their three teams (we used Volts, Amps and Watts and try to mix the ages within a team otherwise the oldest team will always win!) and have them run an obstacle course with plastic cups full of water. They must pour the water into their bucket/container at the end (a small necked bottle is best). As they pour in the water it will change colour. The team with the most water at the end of the time allowed is the winner. You can play this several times as the kids love it - you can vary the game as much as your imagination allows.

Keep the obstacle course simple to avoid accidents!

Quiz:

Do the quiz after the teaching session so that the kids can answer from that days story.

Craft:

Colour in and decorate the placemat - when finished, laminate it and send it home for the kids to use.

Day Two;

Theme: The ten lepers

Bible passage: Luke 17

Memory verse: Rise and go - your faith has made you well - Luke 17:19

Teaching themes:

The sad lives of the lepers - No-one cared for them or would help them  
Jesus cared for them and made them all well  
Leprosy stopped them from living in the city - sin stops us from going to heaven  
Only one came back to say thank-you  
Jesus cared enough for us to die for us and take away from us something which  
is far worse than leprosy.

Game:

Using coloured clothes pegs (available in neon colours from 'pound' shops etc) or stickers (lots of them) have the kids run in relays to stick the stickers or fix the pegs onto a leader at the far end of the room. At the end of the time allowed, the team with the most stickers/pegs on the leader wins. You can then play this in reverse - the kids run and remove the stickers/pegs.

Craft:

Colour in and fold up the ten lepers craft as per the instructions on the sheet.

Day Three;

Theme: Feeds 5000 people.

Bible passage: Matthew 14:13 - 21

Memory verse: Jesus said 'I am the bread of life' - John 6:35

Teaching themes:

The power of Jesus to meet our need(s)

The difference between physical food and spiritual food

Jesus' saving work is enough for everyone

Lots of people eat the bread and fish but only a few followed Jesus

Game:

Have three leaders (or as many as you have teams) hold bin bags out at one end of the room whilst the kids take it in turns (in their teams) to throw soft plastic balls at them. Every ball in the bag gets a point. (Packs of 100 balls are available for about £5.00 from Early Learning centre/Woolworths etc. - they are soft and can be thrown 'at' people without any risk of harm)

Craft:

Make up the bread basket, make silver foil fish and dough bread for every child to take home five loaves and two fish in the basket.

Day Four;

Theme: Jesus heals the man who lived among the tombs.

Bible passage: Luke 8:26 - 39

Memory verse: Go home and tell how much God has done for you - Luke 8:39

Teaching themes:

The horrible nature of sin and Satan ( be careful here with young children)

What's wrong with Halloween - good for October half term

Jesus power over the spirit world

The complete transformation of the demon possessed man

The need to tell others what Jesus has done for us

Game:

Get hold of some 'crazy' clothes and wigs (from charity shop or 'pound' shop)

Enough for one set for each team.

In relays the kids must run and change into the crazy clothes then out of them before the next kid can start.

Craft:

Make up the crazy man craft as described.

Day Five;

Theme: Jesus raises Lazarus from the dead.

Bible passage: John chapter 11

Memory verse: Jesus said 'I am the resurrection and the life - John 11:25

Teaching themes:

- Jesus power over death

- The sad reality of death (careful here - some kids may have lost close rel/friends)

- Why we die - sin

- How Jesus broke death's power - by the cross

- What it means to live forever

- How Mary and Martha trusted Jesus

Game:

- Give each team four toilet rolls (each team different colours)

- Give them a set time to turn one of their leaders into a 'Lazarus'

- At the end, have an independent judge decide on the best for extra points

Craft:

- Make up the tomb scene as described